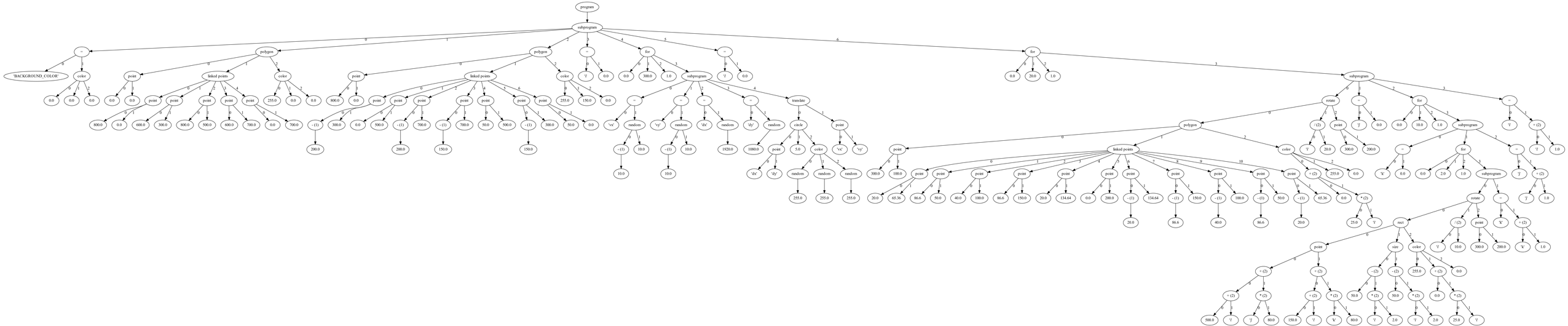
program
subprogram
=
'BACKGROUND_COLOR'
color
0.0
0.0
0.0
polygon
point
0.0
0.0
linked points
point
800.0
0.0
point
600.0
300.0
point
800.0
500.0
point
600.0
700.0
point
0.0
700.0
color
255.0
0.0
0.0
polygon
point
800.0
0.0
linked points
point
- (1)
200.0
point
300.0
point
0.0
500.0
point
- (1)
200.0
point
0.0
700.0
point
- (1)
150.0
point
700.0
point
50.0
500.0
point
- (1)
150.0
point
300.0
point
50.0
0.0
color
255.0
150.0
0.0
=
'y'
0.0
for
0.0
300.0
1.0
subprogram
=
'vx'
random
- (1)
10.0
=
'vy'
random
- (1)
10.0
=
'dx'
random
1920.0
=
'dy'
random
1080.0
translate
circle
point
'dx'
'dy'
5.0
color
random
255.0
random
255.0
random
255.0
point
'vx'
'vy'
=
'y'
0.0
for
0.0
20.0
1.0
subprogram
rotate
polygon
point
300.0
100.0
linked points
point
20.0
65.36
point
86.6
point
50.0
point
40.0
100.0
point
86.6
150.0
point
20.0
134.64
point
0.0
200.0
point
- (1)
20.0
point
- (1)
134.64
point
- (1)
86.6
point
150.0
point
- (1)
40.0
point
- (1)
100.0
point
- (1)
86.6
point
50.0
point
- (1)
20.0
point
- (1)
65.36
point
0.0
color
+ (2)
25.0
255.0
0.0
* (2)
25.0
'y'
=
'y'
0.0
for
0.0
10.0
1.0
subprogram
=
'k'
0.0
for
0.0
2.0
1.0
subprogram
rotate
rect
point
+ (2)
500.0
'y'
* (2)
'y'
80.0
+ (2)
150.0
'y'
* (2)
'k'
80.0
size
color
- (2)
50.0
- (2)
50.0
255.0
+ (2)
0.0
0.0
* (2)
'y'
2.0
* (2)
'y'
2.0
* (2)
25.0
'y'
point
'y'
10.0
300.0
200.0
'k'
+ (2)
'k'
1.0
=
'y'
+ (2)
'y'
1.0